

**AMENDMENT**

**IN THE SPECIFICATION:**

Please amend the specification as follows:

On page 4, please amend paragraph 13 as follows:

*J* ~~FIGURE 2 is a diagram~~ FIGURES 2A1-2C<sup>3</sup>~~4~~ are diagrams illustrating the headstone pieces according to at least one embodiment;

On page 4, please amend paragraph 17 as follows:

~~FIGURE 5 is an illustration~~ FIGURES 5A1-5D3 are illustrations of several personages and their properties according to an embodiment;

On page 5, please amend paragraph 18 as follows:

~~FIGURE 6 is a diagram~~ FIGURES 6A1-6C4 are diagrams showing the bonus cards and their properties according to an embodiment;

On page 8, please amend paragraph 34 as follows:

*J* In at least one embodiment, the thirteen characters or ghosts may be represented by the headstones 103 that are randomly distributed on the board 101 at beginning of play. ~~FIGURE 2 illustrates~~ FIGURES 2A1-2C<sup>3</sup>~~4~~ are diagrams illustrating exemplary headstone pieces. Before the hunt (i.e., game) begins, each hunter (e.g., player) is dealt five personage cards 104 (e.g., ghost cards). Each ghost card may include an indication of, in an embodiment, the number of lure (e.g., Zb) required to capture the ghost, and a description of the personage's characteristics (e.g., the prank this ghost can play on the players and the prank number which indicates where on the board the prank may be played). Examples of ghost cards 104 are shown in ~~FIGURE 5~~ FIGURES 5A1-5D3.

On page 9, please amend paragraph 37 as follows:

~~FIGURE 5 shows~~ FIGURES 5A1-5D3 show a number of exemplary ghosts in an embodiment. Referring to ~~FIGURE 5~~ FIGURE 5B3, IceSpecter's lure is 34, for example. If a

player has collected 20 Zb, 15 Zb, 10 Zb, and 4 Zb, then the player must get rid of the 15 Zb first. Also, no change (i.e., remainder lure after exchange) is allowed. For example, if a player has collected 20 Zb and 15 Zb, the player cannot capture IceSpecter either.

On page 10, please amend paragraph 42 as follows:

In at least one embodiment, the game may include a set of bonus cards 105. Each one of the cards may bear indicia instructing players how to implement special protection or activities/movement variations designed to advance their play. ~~FIGURE 6 illustrates~~ FIGURES 6A1-6C4 illustrate a set of bonus cards 105 and properties in accordance with at least one embodiment. In an embodiment, the bonus cards 105 may be acquired by obtaining a token or chip 106 with a bonus card indicator on its back. In at least one embodiment, a subset of the chips 106 may include a bonus card indicator and the bonus card indicator may be a "chili pepper." FIGURE 4b illustrates the back of a chip 106 having a bonus card indicator 130 (e.g., a chili pepper). Thus, in an embodiment, a subset of the chips 106 may include a chili pepper on the back. A player holding a chip 106 with a chili pepper on the back may exchange the chip 106 for a bonus card 105 (e.g., a chili pepper card). In an embodiment, in order to exchange a chip 106 for a bonus card 105 (or chili pepper card), at the beginning of a turn, the player may show the chili pepper on the chip, return the chip to its patch, then draw a chili pepper card from the top of the deck. It may be customary to place the card face down in front of the player's position. It should be borne in mind that more than one chip with the bonus card indicator can be exchanged in one turn.